

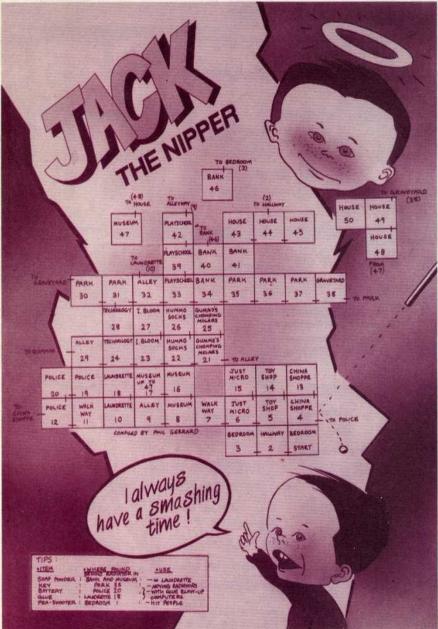
## **JACK THE NIPPER**

## (Gremlin Graphics)

If want to be very, very naughty but just can't quite manage it then follow these tips and use then in conjunction with the map to become a real teeny terror. Mucho gratias to Michael Stirling from Dundee for supplying the tips and **Paul Gerrard**, who lives on Headly Down in Hampshire, for sending a map.

Once you've grabbed your pea-shooter beetle your way over to the Police Station and take the battery that's located there. Once it's safely in your possession wheel it round to Just Micros and touch the mirror.





Go and get the glue from the Launderette and take it round to the False Teeth Factory and jump on the conveyor belt with it.

jump on the conveyor belt with it. Take the weight from the Prison and jump onto the conveyor belt in the Sock Factory. Use the flower killer, found on the top shelf of the I Bloom flower shop, to kill the flowers in the garden beside the graveyard. Once you've done that take the fertilizer from the graveyard by shooting all the ghosts. Take the stuff back to the same screen that you dropped the poison. Get the key from another part of the garden and enter the Bank. Drop the key and take the disk to the Technology Research Lab and jump onto the computer at the right hand side of the screen. Go back to the bank and pick up the key to open the grating. Drop all the objects you're carrying and go through the hole. Take the box (it's washing powder) and the credit card with an A on it from the top of the cupboard. Take the powder to the Launderette and jump in front of all three machines

Use the credit card at the bank by jumping at the dispenser out-side the bank. Take the potty from the Play School and drop it in the China Shoppe (after breaking the two plates on the top shelf). Take the clay from the same screen as the potty and drop it in the first screen of the Play School. This, for some strange reason, makes a dog, so leave quickly. Take the key from the bank to the museum — this opens the grating. When you go through the grating it's advisable to take a pea-shooter with you since there are a whole load of ghosts in there. Go though the grating and take the bomb from the fireplace, drop the pea-shooter and take the horn. After that honk the horn at the cat in the Police Station, in the living room of Jack's house and in the play school . . . and you'll have scored enough on the naughtyometer to finish the

A couple of general tips break all objects after using them and shoot people, animals and whatever with your pea-shooter to increase your rating on the naughtyometer.